

# Introduction to Computer Programming

<http://brooksprogramming.weebly.com>

This class is open to all students. Orem High School offers education to all students and does not discriminate on the basis of race, color, religion, national origin, gender, age, disability, genetic information, or as otherwise provided by state and federal law. Students who have a grievance with another student or any school employee should talk to the school administration or a counselor about their concerns.

## Class Description

This is an introduction course in computer programming. It isn't just for people interested in careers in computer programming. It is intended for anyone who's interested in learning how a computer works and how to make a computer do exactly what you want it to do (not just what someone else told it to do for you). If you use computers every day, you should really take this course!

## Software Used

We will be writing programs using Microsoft Visual Studio. The Visual Studio Community Edition is available for free. Students are strongly encouraged to download and install this software at home if they have a Windows computer (Windows 7 or better). If students are unable to work on programs at home it will limit how much we can learn in this class.

We will be using C# as the programming language to accomplish the objectives of this course. The concepts we learn here will apply to any programming language you will come across in every computer environment.

## Materials Supplied by Student

- Pencil and paper. (Most work will be done on the computer, but students should take notes on everything we learn and do for future reference.)
- Brain in working order.

## Grading

- 20% participation (current events presentation, non-programming assignments)
- 50% programming assignments
- 30% tests (2 per term, including a final exam at the very end)
- Students should check their grades on Skyward often.

Grading Scale	
94-100%	A
90-93%	A-
87-89%	B+
84-86%	B
80-83%	B-
77-79%	C+
74-76%	C
70-73%	C-
67-69%	D+
64-66%	D
60-63%	D-
0-59%	F

## Current Events

Each class period will begin with a short discussion about current events in computers and technology. Each student will be required to lead one of those discussions each term. (Students can lead additional discussions for extra credit.) The discussion topic should be something that has happened in the past two weeks dealing with software, computers or technology (including security and privacy) that is relevant to the general population (especially of high school age).

## Assignments

I will be giving programming assignments throughout the semester. Students will have time during class to complete programming assignments. However, this requires that students attend class each day in order to have the time on the computers to complete the assignments. Ideally, students should also work on the programming assignments at home so we can cover more material in class. Assignments are turned in through email.

## Late Work

If a student is unable to attend class for any reason, he/she is required to make up the work he/she missed (it's impossible to do the later assignments without having first completed the previous assignments). This is best done at home if at all possible or can be done in the lab outside of class time by special arrangement (usually before school begins—you must arrange for this with me ahead of time).

All assignments turned in up to a week after the due date will receive a 25% reduction in points. Anything turned in more than a week late will receive a 50% reduction in points.

## Classroom Policies

- If you need help during an assignment:
  - Search the Internet. Google, Bing, YouTube (if you can get there) and MSDN ([msdn.microsoft.com](http://msdn.microsoft.com)) are great resources for information. Include C# or .NET in your search.
  - If you are unable to get the needed help from the Internet, you should next ask your neighbor. This will help both of you.
  - If neither you nor your neighbor can figure it out, you should both ask the teacher or an assistant.
- Absolutely no food or drink is allowed in class with the exception of water in a closed container. These are expensive computers provided by the school district and should be treated with care.
- No game playing is allowed during class unless it is a game you wrote yourself (and you can show me the source code and explain how it works).
- No use of Internet entertainment sites of any kind is allowed during class. This includes social media (e.g. Facebook) and online videos (e.g. YouTube, which is a shame because video [oHg5SJYRHA0](https://www.youtube.com/watch?v=oHg5SJYRHA0) is really cool).
- Basically, use of the computers in the lab is a privilege that is earned by treating the computers and the class with respect. Failure to do this will revoke this privilege for you, and you'll be writing your programs using paper and pencil instead.
- Cell phone use is not allowed during class. If a cell phone is seen or heard during class time, it may be confiscated.
- Cheating is not tolerated. Any violations will follow the standard Orem High policy. Parents will be contacted.

## Contacting Me

Because I work full-time elsewhere, my availability at school is very limited. I will only be at the school during class time. I can be at the school early to work with students directly or just to provide additional time in the computer lab for students. Please email me to arrange for this extra time.

The best way to contact me is through my email address [mbrooks@alpinedistrict.org](mailto:mbrooks@alpinedistrict.org). I check email constantly throughout the day and weekends and will typically respond within 24 hours.

# Introduction to Computer Programming – Parental Sign-off Form

Please sign this page and return to Mr. Brooks by \_\_\_\_\_

By signing this page, you acknowledge you have reviewed the ***Introduction to Computer Programming***, Semester 1, 2020-2021 Disclosure Document.

Student:

\_\_\_\_\_

\_\_\_\_\_

Signature

Name (please print)

Parent/Guardian:

\_\_\_\_\_

\_\_\_\_\_

Signature

Date